

16/3/2013

Flowchart

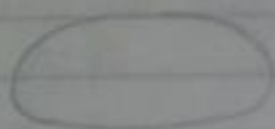
Part 1 ✓ Part 2 ✓  
 Part 2 ✓ Part 3 ✓

Basic C Program

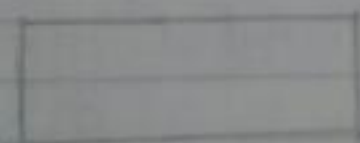
Flowchart → is a graphical representation showing the steps of performing a computer program or an algorithm

## \* Flowchart elements

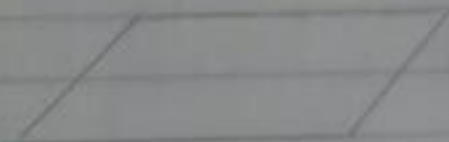
Start, end ≡



Calculation



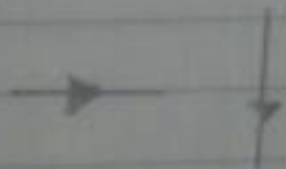
Input or output



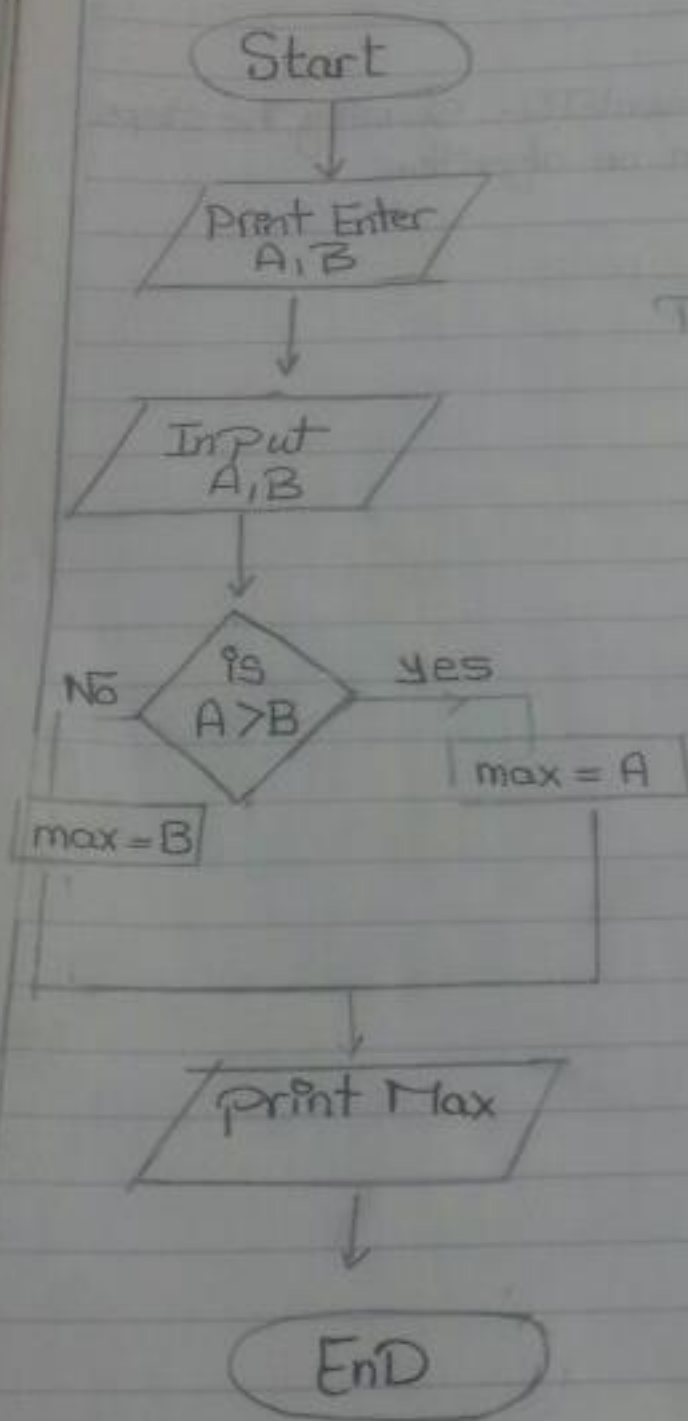
decision




flow



\* Draw a flow chart to find the maximum bet. A, B



A →  B →

To put instructions  
input the user variable  
A, B

# Run Flowchart

1 Enter A, B

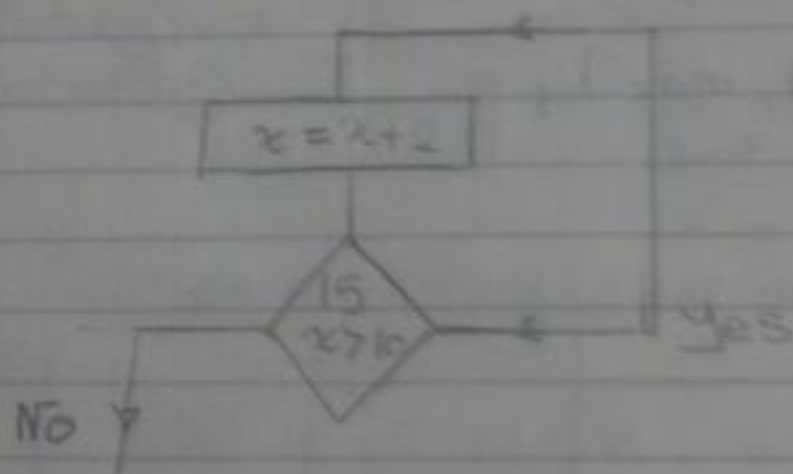
2 A → 15  
B → 7

3 Check Condition

4 Max = A

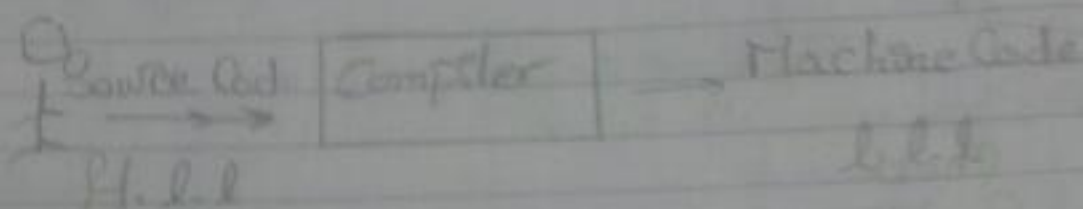
5 15

→ The Decision can make a loop, if it goes up. word



C is one of the programming language

\* Write a program in C language (high level language)  
 This language this language has rules and grammar. It  
 is then compiled, translated into (low level language)  
 called "Machine Code" which is easy to For Computer



// Include <stdio.h> Body of program  
 int main()

```

{ int a, b, max;
  printf ("Enter a, b\n");
  scanf ("%d %d", &a, &b);
  * if (a > b)
  
```

else

max = a;

max = b;

1. space before  
 Space between  
 colon  
 \* before if  
 before &a &b  
 msh laghi a3al  
 space.

printf ("Max = %d", max);

Enter a, b

5 7

Space

tab

newline

Max =

A

B

(in)

A

B

It



(5)

\n = new line

\t = Tab

\b = back space

\r = back to start of line

\n = no. lines

%d = Integer اگر عدد صحیح چاپ شود

%f = float اگر عدد اعشاری چاپ شود

%c = character اگر یک حرف چاپ شود

%s = String اگر یک رشته چاپ شود

%lf = double اگر یک عدد اعشاری دوگانه چاپ شود

⇒ Each line ends with [;]

⇒ C - Case Sensitive : Print main Scan f else Small letter

⇒ There are 3 variables

a      b      max  
# A

\* All variables must be defined first.

⇒ int a ;

int b ;

int max ;

→ m3naha orha  
3arft variable  
como a or b

lw hakibham wata b3d

mayn/3sh Afot benhom ;

int a ; int b ; int max ;

int a ; b → (x)

⇒ In Assignment Statement : we have variable to left, expression to right

int x = 5 , y = 10 , z = 3 ;

(x) = y + 4 \* z

→ Value gdeda ld (x)

2yn kant kent el x de  
blean



Include  $\equiv$  Add to this file

Stdio.h  $\equiv$  Standard input output header

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